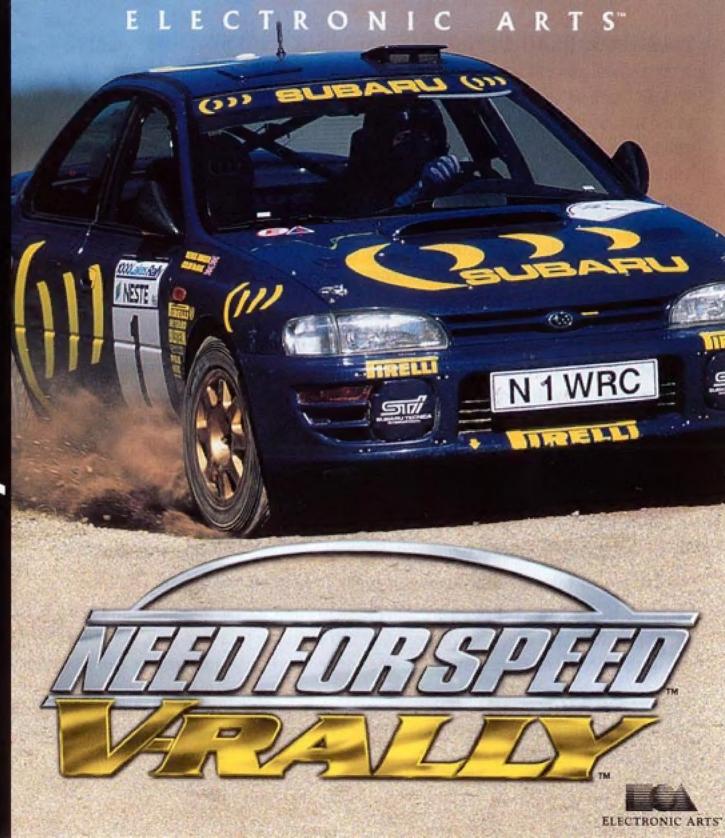


NTSC U/C





WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- · Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its
 protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping
 in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

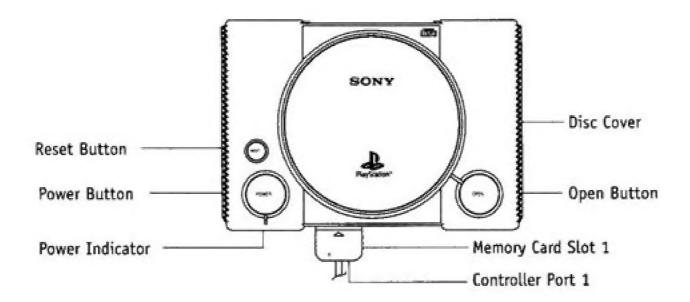
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

STARTING THE GAME .		-					•	•			•	*		•	•	•	-						-	 . 2
CONTROL SUMMARY .									-						•	•			•					 . 3
GETTING STARTED											•				•									 . 4
MAIN MENU		• •			•		• •			*		* 1			è				•					 . 4
STARTING AN ARCADE SERIES				• •														. ,		•				 . 8
ARCADE MODE GAME FLOW											9						*				*			 . 9
ON THE TRACK				 																				10
DEFAULT DRIVING CONTROLS											•				•							. ,		 10
HEADS UP DISPLAY (HUD) .				 ٠		*			. ,				• •			,								 11
PAUSE MENU						*																		 . 11
DRIVING TIPS						*																		 . 12
CHAMPIONSHIP MODE	₹.		• :								•													13
TIME TRIAL MODE			• 1	 													-							14
CREDITE																								

For more info about this and other titles, check out Electronic Arts™ on the web at www.ea.com.

STARTING THE GAME

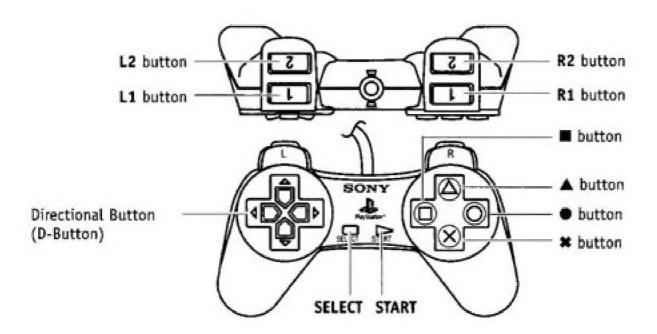


- Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.
- 2. Insert the Need for Speed™ V-Rally™ disc and close the Disc Cover.
- 3. Insert game controllers and turn on the PlayStation™ game console.

Note: When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. To skip through the introductory screens, press START at each screen. The Main menu appears (➤ Getting Started p. 4).

2 NEED FOR SPEED V-RALLY



CONTROL SUMMARY

MENU CONTROLS

ACTION	CONTROL	
Highlight item	D-Button ‡	
Cycle/toggle highlighted item	D-Button ↔	
Activate item/proceed	*	
Accept changes and return		
to previous menu	A	

DEFAULT DRIVING CONTROLS

By default, NFS V-Rally uses the following driving controls.

ACTION	CONTROL							
Pause game	START							
Steer left/right	D-Button ↔							
Accelerate	*							
Brake	(hold to brake and change to reverse gear with AUTOMATIC shifting selected)							
Hand brake	•							
Change camera view	A							
Shift gears down/up	L2/R2							
Look behind	L1							
Return car to track after accident	R1 (hold for 2 seconds)							

GETTING STARTED

MAIN MENU

Welcome to NFS V-Rally control central. From here, start a new ARCADE series, CHAMPIONSHIP, or TIME TRIAL, select the number of players, or change player settings and game options.

Note: Default options are listed in bold in this manual.

ARCADE: Start a new Arcade mode racing series. Race against a friend or the com-

puter to master multiple stages. > Starting an Arcade Series on p. 8.

CHAMPIONSHIP: Start or load a Championship series. To win a Championship, you must

accumulate the most points over eight international rallies consisting of

three stages each. > Championship Mode on p. 13.

Race against yourself or a split screen opponent to hone your skills and TIME TRIAL:

familiarize yourself with the many NFS V-Rally tracks. > Time Trial Mode

on p. 14.

NUMBER OF PLAYERS: Select 1-player racing to race against the computer, or 2-player to race

with a friend on a split screen.

PLAYER SETTINGS:

Select, create, or edit Player names and settings. > Player Settings

below.

GAME OPTIONS:

Set game options and save/load memory card files. > Game Options

Screen on p. 6.

PLAYER SETTINGS SCREEN

Select, create, or edit Player names and settings. Game settings and results are stored with Player names, and can be saved and loaded to/from a memory card.

NEW PLAYER:

Go to the New Player screen to create a new three-letter Player

name.

To select the highlighted letter, press *.

⇒ To confirm the user name, highlight OK and press ¥.

SELECT EXISTING PLAYER:

Go to the Select Existing Player screen to load the settings from

an existing Player name.

To load the highlighted Player, press *.

ERASE PLAYER:

You can store up to ten Player names. Use this option to go to

the Erase Player screen to remove existing Player names.

To delete the highlighted Player, press *.

CAR SELECTION: Go to the Car Selection screen to select any of the 11 available

cars.

⇒ To cycle through the cars, D-Button ↔. Specifications and a

picture appear for the selected car.

GEARBOX: Select AUTOMATIC transmission to have the computer shift for

you, or select MANUAL to shift for yourself.

CONTROLLER CONFIGURATION: Go to the Controller Configuration screen to select one of five

controller setups.

If a neGcon controller is connected to your PlayStation game console, the NEGCON WHEELS SETUP allows you to configure your

neGcon controller wheels.

SPEED DISPLAY IN: Toggle your speedometer to MPH or KM/H.

EXIT: Return to the Main menu.

GAME OPTIONS SCREEN

Set game options and save, load, or merge game data to/from your memory card.

GAME DIFFICULTY: Select ROOKIE, PRO, or ACE difficulty.

SCREEN SETUP: Go to the Screen Setup menu to set aspect ratio, split screen, and game

screen offset options:

Screen Mode 16/9: Set to ON for a 16/9 aspect ratio wide screen format or

leave OFF for normal screen mode.

Split Screen: (Available in 2-Player mode.) Select a HORIZONTAL or VERTICAL split

screen.

H. Screen Offset: D-Button ↔ to horizontally adjust the center of the game

screen to fit your monitor.

V. Screen Offset:

D-Button ↔ to vertically adjust the center of the screen.

SOUND OPTIONS: Go to the Sound Options menu to adjust sound options:

Music Mode: Choose to REPEAT ALL music tracks, SHUFFLE (random) play tracks, or con-

tinually REPEAT TRACK.

Track:

Select the music track that currently plays.

SFX Mode:

Select MONO, STEREO, or SURROUND sound.

Music Volume: Adjust the slider to set background music volume level. To turn music OFF,

move the slider all the way to the left.

Copilot Volume: Set the volume of your copilot's instructions and information.

Ambient Volume: Set the volume of the background sound effects.

LOAD GAME DATA: Load saved options settings and high score data from the

memory card.

SAVE GAME DATA: Save current game settings and scores to the memory card.

Note: Never insert or remove a memory card when loading or saving files. You can only save ONE set of game data per memory card. When you start NFS V-Rally, the program automatically loads any saved settings from the memory card.

MERGE HI SCORES:

Merge high score data from a memory card with current game

data. This allows you to compare a friend's high scores with

your own.

EXIT:

Return to the Main menu.

STARTING AN ARCADE SERIES

In Arcade mode, you must win all stages in the series before you exhaust your three credits.

- To start a new Arcade series, select ARCADE from the Main menu. The Arcade Select screen appears.
 - Select EASY (4 stages) to get started, then when you win this mode, you can select MEDIUM (6 stages), and then HARD (8 stages).
- 2. To continue, press *. A menu with the following options appears:

Go: Advance to the Stage Options screen.

Car Selection: Choose a different car for the next stage.

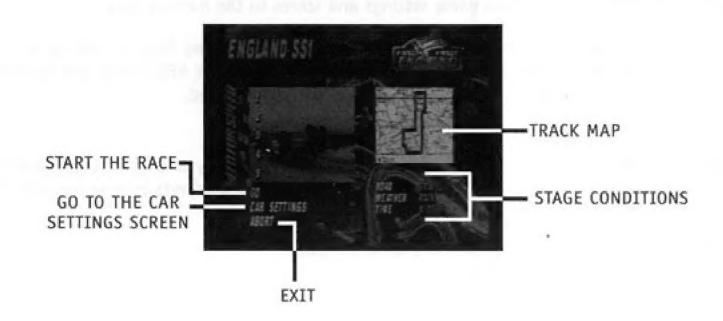
Number Of Laps: Choose from 2-6 laps. The default is 3 laps.

Slower Car Boost: When ON, this option helps the driver(s) that are behind to

catch the leader.

STAGE OPTIONS SCREEN

View track information, change your car setup, or start racing.



CAR SETTINGS SCREEN

Tweak your car setup for the current stage.

SUSPENSION:

Select SOFT, MEDIUM, or HARD suspension.

GEAR RATIO:

Select SHORT, NORMAL, or LONG gearing. SHORT improves acceleration at slow speeds. LONG is best suited to smooth drivers, but it translates to slow acceleration at low speeds. As a rule of thumb, use SHORT on twisty courses and LONG on

straighter tracks.

GEARBOX:

Select AUTOMATIC or MANUAL shifting. Manual shifting is more challenging, but allows you to squeeze more performance out of

your car.

OVER/UNDERSTEER:

Adjust the slider to set your car's bias for understeering or oversteering. Understeering bias makes your car more likely to lose front wheel grip on a corner; oversteering makes the rear end more likely to lose grip and slide out on a corner.

ARCADE MODE GAME FLOW

Credits:

You start with 3 credits. Each time you lose a stage, you lose a credit. When you win a stage, you're granted an additional credit. When you run out of credits, the series is over.

Track Progression:

You can't skip from course to course; you must win on a course to advance to the next course. You also must win all the EASY stages to advance to MEDIUM, and win all the MEDIUM stages to advance to HARD.

Checkpoints:

You are allowed a certain amount of time to reach each checkpoint. If you fail to reach the checkpoint in the specified time, you lose a credit.

End of Stage:

After the race, a replay of the race automatically loads. To change camera views (additional cameras are available during replay), press **A**. To exit the replay and continue, press **START** or **X**.

ON THE TRACK

Because each car has individual characteristics and temperament, each responds differently to your driving style and the nature of the course. However, driving controls are consistent no matter which machine you choose.

DEFAULT DRIVING CONTROLS

The race loads with your car idling at the Start/Finish line. When the countdown reaches "GO", hit the gas and see what your baby can do!

- To accelerate, press ¥.
- → To steer left/right, D-Button ↔.
- To brake, press ■.
- To drive in reverse In AUTOMATIC shift mode (the default), hold after you've come to a stop.
- To pull the hand brake for greater stopping power, press .
- If you've selected a MANUAL transmission (AUTOMATIC is the default), press L2/R2 to shift down/up.
- Races begin with the default racing view (In-Car Cam). To toggle to the Chase Cam
 view, press ▲.
- During a race, you can look over your shoulder to see what's happening behind you. To check your rear view, press and hold L1.
- If you have a bad wreck, hold R1 for two seconds to return to the track.

10 NEED FOR SPEED V-RALLY

HEADS UP DISPLAY (HUD)

The HUD gives you all the information you need when racing.



PAUSE MENU

- To pause the game and access the Pause menu, press START during gameplay.
- The Pause menu has different options depending on which mode you're in. The universal options are as follows:

Continue:

Return to the race.

Quit/Abort:

Depending on your mode, the abort option(s) let you exit the

current

race, series, and/or return to the Main menu.

Sound Options:

Change audio options.

Negcon/Wheels Setup:

Available if a neGcon controller is detected, this options allows

you to change your neGcon setup.

Car Settings:

Go to the Car Settings screen to alter your setup-even in the

middle of a race!

DRIVING TIPS

CORNERING TIPS

- Brake in a straight line and steer toward the apex, or center of the turn. Then straighten out and accelerate.
- Always look ahead of your car when driving through turns. When entering a turn, your eyes should already be focused on the apex. When you hit the apex, your focus should be the exit.
- When driving through an S-turn, or chicane, you must consider both turns equally. Because acceleration out of the second turn is more important than mid-corner speed, use the first corner to properly set up for the second turn.
- Accelerate and brake progressively, without 'pulsing' the button.
- Use the hand brake on all surfaces for very tight hairpins or emergency stops. Brake normally and turn the wheel slightly. Release the brake, and apply the hand brake briefly but hard. The rear wheels lose grip and the rear slides out. When past the apex, accelerate.
- If you experience understeer, or loss of front wheel grip, in a corner, release the accelerator.
- If you experience oversteer, or loss of rear wheel grip, in a corner while driving a front- or four-wheel drive car, accelerate to transfer weight to the rear wheels.

BUMPS

- To get air off a bump, accelerate on the bump, then release the accelerator when you're in the air.
- To dampen a bump, brake briefly but hard at the start of the bump to lower the front end, then accelerate over the bump.

CHAMPIONSHIP MODE

Championship mode is the ultimate NFS V-Rally experience. Try to win all eight rallies, each of which consists of three stages.

1. To start a Championship, select CHAMPIONSHIP from the Main menu. The Championship Setup screen appears with the following options:

New Championship: Advance to the Rally Select screen.

<u>Continue Saved Championship:</u> Load a saved Championship from the list of saved games (if available) that appears.

Car Selection: Choose the car you want to race with.

Number of Laps: Choose from 2-6 laps. The default is 3 laps.

2. At the Championship Rally Select screen, choose any of the eight rallies—from the rugged terrain of Indonesia to the snow-covered Alps. When you continue, a menu with the following options appears:

Start Rally: Advance to the Stage Options (> p. 8) screen to adjust car settings and start the next race.

<u>Abort Championship</u>: Exit to the Main menu. You are given a chance to save your Championship progress before exiting.

<u>Championship Positions:</u> Available after a race is completed, this option shows the current Championship standings.

- You can start the rallies in any order. Each rally contains three stages, and when you've completed a rally, you can't race it again.
- After each rally is complete, the Results screen shows the results for each stage. Next, the Championship Positions screen shows the current standings. When you continue, you return to the Rally Select screen.
- To win the Championship, you must accumulate the most points over the eight rallies. You get 5 points for a first-place finish, 3 for second place, 1 for third place, and 0 points for fourth place.

TIME TRIAL MODE

Race against yourself or a split screen opponent to hone your skills and familiarize yourself with the many NFS V-Raily tracks. Race on any Arcade mode track that's available (the 4 EASY tracks are available initially) or any stage from any of the eight Championship rallies.

- 1. To start a Time Trial, select TIME TRIAL from the Main menu. The Time Trial screen appears.
- 2. To select a stage or rally, D-Button ↔, then press *****. A menu with the following options appears:

Go:

Start the race.

Car Selection:

Choose a different car for the next stage.

Game Mode:

Select GHOST to race against a ghost image of your car. After the

first lap, a ghost image of your last lap appears to help you

assess your progress.

SINGLE:

Practice without the ghost image.

DUEL:

(2-player mode only) Compete with a friend to record the fastest

lap time.

Time Trial racing continues for as long as you want to stay on the track. To quit the current race, select from the following

Pause menu options:

RESTART:

Restart the Time Trial on the current track.

QUIT:

Exit the current track to choose another track.

QUIT TO MAIN MENU:

Exit Time Trial mode.

CREDITS

INFOGRAMES MULTIMEDIA

Bruno Bonnell presents an Infogrames Multimedia production

Technical Consultant: Ari Vatanen

Production: Eric Mottet, Olivier Goulay

Production Assistants: Virginie Balland, Laurence Aquilar

Legal Advice: Marie-Pierre Orfila

Developed by EDEN STUDIO:

Game Direction and Design: Stéphane Baudet

Technical Project Manager: Frédéric Jay

Programming:

3D Engine, Artificial Intelligence and Collisions Engine: David Nadal

Car Dynamics: Etienne Saint Paul, Solid Dynamics

System and Special Effects: Frederic O'Rourke

Co-Pilot, Cameras and Player Information: Jean-Yves Geffroy

Track Edition Tools: Marc-Antoine Argenton

Graphics: Franck Drevon, Xavier Bottet, Laurent Russo, Jean-Marc Torroella, Franck Morel

Etranges Libellules: Emeline Mazallon, Sylvie Silvy, Frédérique Nantermet, Fabrice Giroud

Sound: Etienne Saint Paul, Thierry Chantier

Music:

MOBY DICK: Thierry Chantier, David Neuguelman, Manu Pinaud, Sébastien Pinaud

CACAOUHETE: Sébastien Mayorgas, Stéphane Billot, Lionel Frappé, Sébastien Frappé, Hervé Sliva

Stage Design: Sylvain Branchu, Bruno Zonca, Sébastien Mayorgas

Voices: Martin Pril, Stephen Martin, Bruno Zonca

Infogrames Developer Support Group: William Hennebois, Wannick Turbe, Phillippe Paquet,

Benjamen Legangneux, Hubert Nourrigat, Christian Hesse

Publishing and Technical Support Group: E. Perigault-Vigier

Lead Testers: Sylvain Branchu, Sébastien Mayorgas, Olivier Raffard

European Marketing: Monique Crusot, FranÁois Lourdin

Publishing: Patriock Chouzenoux, Olivier Lachard, Emmanuelle Tahmazian

Special Thanks to: AUTOMOBILES CITROÄN; Marvel Allard (Public relations manager in the

Communications Divisions) Guy Lecourt (Sport press officer)

Ford Motor Company Limited

Mitsubishi Motors Corporation

Nissan Motorsports Europe, Didcot, UK.: Dave Whittock (General Manager Rally & Commercial) Toby Moody (PR Manager)

Automobiles Peugot: Jacques Christophe Midey (Europe publicity communication manager) Jeane-Pierre Nicolas (Peugot Sport customer competition department manager)

PRODRIVE and the 555 Subaru World Rally Team

RENAULT: Philippe Tardivel (Sport and partnership programmes manager) Didier Marsaud (Sport press officer)

SEAT S.A.: Mar Aycart (Marketing department), Montse Thormann (Advertising and Promotion)
SKODA France—Group WOLSWAGEN France: Hervé de Labritte (Skoda sales and marketing director),
Laurent Hatton (Sales and marketing manager)

MICHELIN et Cie

Total Direction Competition: TOTAL Competition Division

ELECTRONIC ARTS

Executive Producer: Sam Nelson

Producer: Hanno Lemke

Associate Producer: Ivan Allan

Product Manager: Peter Royea

Package Design: Marco Garcia

Package Project Management: Jennie Maruyama

Documentation: Abbot N. Hour

Documentation Layout: Vincent Aragon

EAC QA Coordinator: Rod Higo

EAC OA Test Lead: Jonathan Dowdeswell

EAC QA Testers: Mark Bayrock, Eric Haugen, John Johnson, Matt Kernachan, Gordon Thornton

EASM Quality Assurance: Burhan Haile

FLECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY-To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty, P.O. Box 7578, San Mateo, CA 94403-7578

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 572-2352.

TECHNICAL SUPORT—If you need technical assistance with this product, call us at (650) 578-0316 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time.

EA Tech Support Fax: (650) 286-5080

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

In the United Kingdom, contact:

Electronic Arts Pty. Ltd.

Electronic Arts Ltd.

P.O. Box 432

P.O. Box 835

Southport Qld 4215, Australia

Slough SL3 8XU, UK

Phone (753) 546465.

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE:

1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM.

If you are under 18 years of age parental consent required.

All vehicles, company names, trademarks, and logos present in the game are reproduced and used with the formal authorization of the owners. Company names, logos, and trademarks are protected by Intellectual Property Rights.

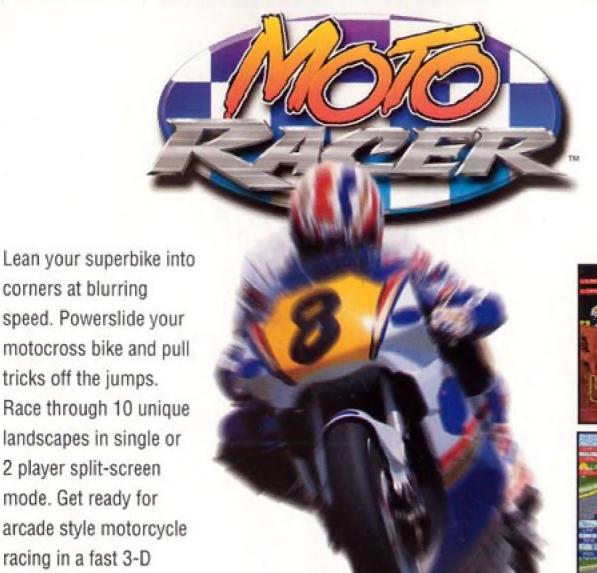
All rules and events represented in the game are fictitious and are made to create the best entertainment value in the video game. Result of the game will only reflect the ability of the player. The virtual vehicles in the game are not to be considered as a portrayal of reality. V-Rally game play and rules are copyrighted.

Electronic Arts, the Electronic Arts logo, and Need for Speed are trademarks or registered trademarks of Electronic Arts Inc.

V-Rally is a trademark of Infogrames Multimedia. Dolby and the Double-D symbol are trademarks of Dolby Laboratories Licensing Corporation.

Software © Infogrames Multimedia 1997.

Documentation 9 1997 Electronic Arts. All rights reserved.







Available Now!

environment.





Electronic Arts 1450 Fashion Island Blvd, San Mateo, CA 94404-2064. © 1997 Delphine Software International. Moto Racer, Delphine Software International and the Delphine Software International logo are tradmarks of Delphine Software International. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. All rights reserved. 787205







ELECTRONIC ARTS